

ABSTRACT

Gaming devices and methods useful with a gaming system offering a shared bonus event, which may be a Virtual Reality event. One embodiment features a number of gaming machines networked to a bonus event computer. Each gaming machine includes a primary game that results in various outcomes in response to placement of a wager. Achieving a specific outcome provides a player with an opportunity to play a skill-based bonus game on that machine, such as a carnival-like game that awards a bonus based on performing a physical act. The skill-based bonus game may be a Virtual Reality game. The bonus computer provides a shared Virtual Reality bonus event to qualified players, allowing the players to compete for additional bonus event prizes. Aspects of the shared Virtual Reality bonus event may be randomly assigned and the event may be a Virtual Reality auto race.

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